South Dakota Educational Technology Standards
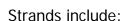
Fourth Grade

share

learn

explore

care

hope

understand

believe

Strands include:

- Nature, Concepts, and Systems

- Social Interactions

- Information and Communication Tools

- Information and Communication Processes

- Information Literacy and Decision Making

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Learning. Leadership. Service.

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Through the No Child Left Behind Act, the Enhancing Education Through Technology (Ed Tech) Program was created. The primary goal of the program is to improve student's academic achievement through the use of technology in schools. These standards were created and designed to assist every student in crossing the digital divide by ensuring that they are technologically literate by the end of their public education in South Dakota.

Standards with Indicators

Nature, Concepts, and Systems

Indicator 1: Students understand the history and progression of technology in relation to the development and design of future technology.

4.NC.1.1 Distinguish how changes in technological tools affect outcomes.

Indicator 2: Students analyze the parts of a technological system in terms of input, process, output, and feedback.

4.NC.2.1 Determine the effects of feedback in the system model.

4.NC.2.2 Identify the resources needed in a system in order for it to work.

Indicator 3: Students analyze the relationships and connections between technologies in different fields of study and how they apply to communities.

4.NC.3.1 Identify examples of how technology changes have affected society.

Indicator 4: Students understand the purpose and demonstrate the use of the design process in problem solving.

4.NC.4.1 Adapt a structured method to produce a variety of solutions to a given problem using the design process.

Social Interaction

Indicator 1: Students understand the safe, ethical, legal, and societal issues related to technology.

4.SI.1.1 Compare and contrast consequences of illegal and unethical technology use.

4.SI.1.2 Communicate issues relating to online safety.

4.SI.1.3 Determine where and when to cite a source of information.

4.SI.1.4 Identify cultural issues relating to technology.

Indicator 2: Students investigate the advantages and disadvantages of technology.

4.SI.2.1 Distinguish advantages and disadvantages of technology on society.

Information and Communication Tools

Indicator 1: Students recognize and demonstrate skills in operating technological systems.

4.CT.1.1 Demonstrate how to use parts of Application windows and menu options.

4.CT.1.2 Demonstrate the correct use of all letters, punctuation, symbol and command keys using proper techniques.

4.CT.1.3 Use input/output devices and other peripherals.

4.CT.1.4 Manage and maintain files and folders independently.

✓ Compare and contrast different ways of accessing commonly used commands.

Indicator 2: Students use technology to enhance learning, extend capability, and promote creativity.

4.CT.2.1 Use presentation application to develop a product.

✓ Develop documents in design applications incorporating rich multimedia.

Indicator 3: Students evaluate and select information tools based on the appropriateness to specific tasks.

4.CT.3.1 Explain how problems are solved through innovations.

Information and Communication Processes

Indicator 1: Students understand the purpose of information technologies to communicate with a variety of collaborators.

4.CP.1.1 Utilize virtual collaboration environments to contribute within a group to the production of digital output.

Indicator 2: Students exchange information and ideas for an identified purpose through information technologies.

4.CP.2.1 Select the best way to deliver information and ideas based on the audience.

Information Literacy and Decision Making

Indicator 1: Students use technology to locate and acquire information.

4.IL.1.1 Given a general topic predict what key details will be needed to refine a search in a database for a specific purpose.

Indicator 2: Students determine the reliability and relevancy of information.

4.IL.2.1 Evaluate the relevancy of the resource.

NOTE: checkmarks (✓) are skills that should be introduced at this grade level to ensure mastery occurs at a later grade.